

# Adumar: Pilots Wanted

## Planet Hoppers: April 2004

By [Cory Herndon](#)

Welcome to "Planet Hoppers," where each month, we bring you a set of articles on a particular world in the *Star Wars Roleplaying Game* galaxy that a Gamemaster can use separately or as a linked series of events.

This month, five excerpts from a new holodocumentary on the recent history of pilot-loving Adumar. Be sure to check back each week for a new installment.

### **Part 1: The Art of the Duel**

In which an anonymous New Republic Intelligence agent offers a field report on the culture of Adumar.

### **Part 2: Four Is Green-Lighted**

In which Hobbie Klivian provides an X-wing pilot's perspective on Adumar's Blade fighters.

### **Part 3: Three, Ready For a Furball**

In which Wes Janson offers a brawler's look at ubiquitous Adumari honor duels and blastwords.

### **Part 4: Two Standing By, One Hundred Percent**

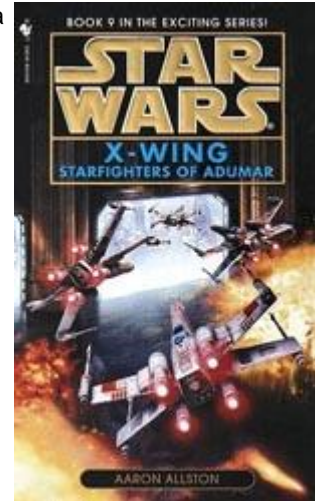
In which Tycho Celchu describes Adumari native Cheriss ke Hanadi's contributions to the planet's history.

### **Part 5: Leader Has Two Lit and In the Green**

In the final installment of this month's "Planet Hoppers" feature, Wedge Antilles offers a few words of wisdom for Adumar and recalls the turning point in his diplomatic mission.

### **About the Author**

One-time *Star Wars Roleplaying Game* editor Cory J. Herndon is now a freelancer. Cory's work has appeared in *Amazing Stories*, *Duelist*, *TopDeck*, *Star Wars Gamer*, *Dragon*, and *SCIFI.com*. He has done additional design work on the *Star Wars Roleplaying Game* revised core rulebook (primarily the Droids chapter), *The Dark Side Sourcebook* (creatures and archetypes), and the *Wheel of Time Roleplaying Game*. He is also the author of Volumes 5 and 6 of the **Magic: The Gathering Encyclopedia**. Cory's short story "Like Spider's Silk" appears in the *Secrets of Magic* Anthology. He asks that you please purchase a copy of it and the **D&D** novel *The Living Dead* for every room in your home. Cory is currently authoring original content for Xbox.com, writing the third book in an upcoming *Magic: The Gathering* novel trilogy, and continuing to design *Star Wars Roleplaying Game* material for the Wizards website.



# Part 1: The Art of the Duel

By Cory J. Herndon

In the 25,000 years that the Republic (and then the Empire) held sway over much of the galaxy, many worlds have fallen off of civilization's collective viewport. The galaxy is littered with lost colonies, small populations descended from stranded explorers of various species, and Force adepts whose ancestors were ancient Jedi. Following the Galactic Civil War, several such worlds were discovered by New Republic Intelligence as its agents sought out new resources and member planets that could strengthen the young galactic government.

One such world, Adumar, sat on the inner edge of Wild Space. The humans of Adumar descend from a Separatist group that fought the Republic and lost. When defeated, the rebels chose to be resettled on Adumar and take their chances on the galactic frontier rather than face execution. By the time the long-forgotten world was accidentally rediscovered by a New Republic survey team, they had been cut off from the galaxy for more than 10,000 years.

The isolated Adumari culture grew around the planet's highest technology -- combat fighters -- and their bellicose history and isolated development led to an obsession with perceived honor and deadly duels, both on the ground and in the air. For most of its history, the planet was divided into over a dozen nation-states whose power and borders shifted throughout ten millennia. Though they had lost the secrets of hyperspace travel, the Adumari were industrious people who loved their fightercraft and developed sophisticated weapons and shipbuilding facilities that initially made it an attractive member world for the New Republic almost ten years after the Battle of Endor. When New Republic Intelligence sent a small team of agents to assess the planet's possible value to the New Republic, Cartann was the strongest of these nation-states, so the agents' work centered on that location. But the planet's industries and the work of one ambitious Intelligence supervisor concealed a rigid caste system that kept most of the population enslaved and a rigid, honor-bound culture that placed little value on human life.

Holodocumentarian Hallis Saper witnessed the events that led to the unification of Adumar and its entry into the New Republic. Five years later, she released her award winning *Adumar: Five Years of Union*. This week we present the first of five informative excerpts from the documentary that draws on the experiences of Wedge Antilles and his team of New Republic diplomat-pilots, who helped keep Adumar from joining the remnants of the Empire.

*Five Years of Union* opens with a montage of images from Adumar's recent history, over which an unnamed narrator reads the initial New Republic Intelligence field report on the planet.

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Narrator: Operation Joystick blind drop assessment; Agent NRI1 reporting.

Adumar is a most remarkable world. The planet's natural resources are largely unexploited, with no native sapient species except the Humans that have lived here for ten millennia. The Adumari population is relatively small, but wealthy and quite technologically advanced considering their long isolation from the rest of the galaxy. Their ancestors must have taken a great deal of Old Republic-era technology with them, yet they have hardly even explored their own solar system, so consumed are they with the peculiar obsessions of their rich, martial culture. But of greatest import to the New Republic, the Adumari have thriving military industries that could prove vital to our ongoing military efforts against the Empire. Most civilians own fully-armed fightercraft, and even the young carry charged blastwords, a local energy weapon of great importance to their honor code. Manufacturers create a great deal of surplus each year in facilities that could easily be converted to proton-torpedo production for New Republic forces. Isolated Adumar has not yet achieved a world government, and therefore many nation-states constantly prepare for war. This also presents the primary obstacle to admittance to the New Republic.

It is this agent's assessment that with relatively little effort, the Adumari will ally with the New Republic and not the Empire if we follow their protocols and peculiar diplomatic requests. The planet does not currently have a unified government, but the largest and by far most powerful nation-state -- Cartann -- is sure to fall into the New Republic camp. I have spoken at great length with Cartann's ruler, the *perator*, and he assures me that Cartann is ready to lead Adumar into the greater galaxy.

That is where the "pilot-heroes" of the New Republic come in. The Adumari will only accept fighter pilots as diplomats (I've had to play on my own limited piloting experience to get as far as I have). We must find a New Republic pilot, or team of pilots, to act as our ambassadors to the population. I shall remain on Adumar to prepare for their arrival and lay the groundwork.

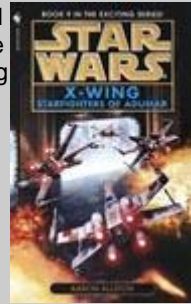
[Excerpt ends.]

**Planet:** Adumar  
**Planet Type:** Terrestrial  
**Climate:** Temperate  
**Terrain:** Cities, forests, hills, lakes, rivers, underground tunnels  
**Atmosphere:** Breathable  
**Gravity:** 1.01 standard  
**Diameter:** 13,028 km  
**Length of Day:** 23.9 standard hours  
**Length of Year:** 350 local days  
**Sentient Species:** Humans (Adumari)  
**Language:** Basic (dialect)  
**Population:** 3.1 billion  
**Species Mix:** Adumari Humans 95%, non-Adumari Humans 2%, other 3%  
**Government:** Democratic monarchy  
**Major Exports:** Starship technology, weapons  
**Major Imports:** Starship technology, weapons  
**System/Star:** Katorrs  
**Region:** Wild Space

Planets	Type	Moons
Enkep	Molten rock	-
Adumar	Terrestrial	2
Bakarr	Ice ball	-
Katorr	Gas giant	27

### Starfighters of Adumar

Author Aaron Allston created Adumar as the setting for the last book in the stellar X-wing series. Spot-on characterizations of the core Rogues (especially Wes Janson) highlight an unusually personal Wedge story set against a backdrop that's equal parts *Hot Shots*, *Shane*, *Buck Rogers*, *Dr. Strangelove*, and *Princess Bride*. Read *Starfighters of Adumar* -- it's more fun than a barrel of Kawakian spider-monkeys.



## Gamemaster Notes: The Adumari

The Humans of Adumar speak an accented Basic dialect with a lexicon that shows the planet's violent history. Before unification, the Adumari held personal honor above all else, and engaged in frequent honor challenges that ended in pointless death. Within years of Red Flight's mission to Adumar, these traditional duels had largely become nonlethal affairs as the hero-worshipping planet embraced New Republic ideals, or at least New Republic sensibilities. Duels, which are fought with a blastersword or a fighter craft, may be refused by the challengee if only one side will benefit from the duel.

The end of international wars has also had an impact on Adumari fashion, which has if anything grown even more garish. Adumari architecture reflects the cultural love of flight; most homes are part of multilevel buildings with broad, starfighter-sized balconies.

All Adumari heroes gain the bonus feat Exotic Weapon Proficiency (blastersword) at 1st level in addition to the normal Human bonus feat.

## Part 2: Four Is Green-Lighted

By Cory J. Herndon

New Republic pilots and engineers have expressed astonishment that the Adumari remained isolated as long as they did, considering their ancient but quite serviceable technology. The only thing the shipbuilders of Adumar lacked was workable hyperdrive engines, probably as a condition of their ancestors' exile by the Old Republic ten millennia before. Not that Adumari shipbuilders spent too much time working on the problem -- they were making too many credcoins selling high-performance combat craft for the duel-happy populace. Of all the vessels on Adumar, only ten percent of all ships were spaceworthy, and of those, only half were fighters. Why go into empty space when there was so much honor to be earned on Adumar itself?

When the New Republic pilot-diplomats of Red Flight visited Adumar, they spent a great deal of time flying the local top-of-the-line fighter, the expensive (but spaceworthy) Blade-32. Derek "Hobbie" Klivian gave holodocumentarian Hallis Saper an X-wing pilot's take on Tarrvin-on-Kallik's finest air superiority fighter when she reunited the New Republic pilots to offer historical perspective in her award-winning *Adumar: Five Years of Union*. This week, for the first time, the unedited footage -- including much that was cut from the final holo -- has been made available to historians.

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**Hallis Saper:** Thank you again, gentlemen, for agreeing to participate.

**Wes Janson:** Anything to help the Adumari celebrate unification. See, I wore my favorite Adumari cloak.

**Tycho Celchu:** I'd been meaning to talk to you about that. What would you take for it?

**WJ:** I *knew* you liked it more than you let on.

**Derek Klivian:** No, he just wants to space it. Where's Wedge?



**HS:** The general has been delayed, but he said to start without him. Please, could we --

**WJ:** Not like Wedge to be late. I'll bet he just doesn't want to share the secrets of his diplomatic success.

**HS:** I'm sure he'll be along shortly. He's assured me he is onboard, and he's just "touching base" with the commander.

**WJ:** You might be waiting a while. Wedge and Booster can really get going if you give them half a chance. Or a bottle of lum. Or both.

**TC:** Why are we meeting here, anyway? What's wrong with the *Lusankya*? Hallis?

**HS:** The *Errant Venture* has, shall we say, a looser interpretation of copyright law than certain interests in the Corporate Sector or the New Republic. Let's leave it at that. But we're doing nothing illegal, I assure you. Now, if we may, I want to begin with your assessment of Adumari technology. Specifically, your impressions of the starships you flew during your stay.

**WJ:** Our "stay?" It wasn't a vacation, you know. Not after the first few days, anyway.

**DK:** I'll take this one, Hallis. Compared to an X-wing, the Blade-32 is --

**HS:** Don't look directly into the holocam, please. Just be natural, Hobbie.

**WJ:** He *is* being natural.

**DK:** As I was saying, Hallis... the Blade-32 was a pretty sturdy starfighter, though it certainly handles better in atmosphere than space. The nearest analog I can think of isn't an X-wing, it's a Y-wing. A fairly sluggish Y-wing by our standards, but when we lost our X-wings, those Blades came through for us. They could really take a beating too. Just ask Tycho.

**TC:** Hey!

**DK:** From what I've heard about the Blade-34, they've addressed a lot of the problems we had with the 32s. Modern sensor boards, better maneuverability, and lighter materials. Factory-installed hyperdrive. At least, that's the plan, right? I heard about them in an intel briefing.

**HS:** Those are still prototypes. Adumar's industrial efforts of late have been focused almost exclusively on torpedo manufacture for the New Republic. Productivity isn't what it once was since the *perator* declared mass wage increases for laborers, so the next generation of strike craft have been delayed. It's led to some grumbling among those who once had most of the power.

**DK:** Well, if you ask me, that's a good trade-off -- people living in dignity rather than holes. The galaxy can wait a little longer for the Blade-34, I reckon.

*[Excerpt ends.]*

## Gamemaster Notes: The Tarrvin-on-Kallik Blade-32

Though older Blade-28s and Blade-30s (usually owned by collectors) still fly the skies over Adumar, the Blade-32 has long been the fighter of choice for experienced Adumari pilots. The single pilot craft's twin-engine, razor-wing design and heavy weapons array makes it quite formidable in atmospheric combat, though somewhat slow and clunky by New Republic standards. When modified to carry proton torpedoes and a pressurized atmosphere, it also serves well as a spaceworthy planetary defense fighter or a support craft for larger ships. When Wedge Antilles and his pilots visited the world, the predominant color for Blades was black. Since the unification, most pilots have changed colors to crimson in honor of Red Flight. The Blade-32 is still the most advanced fighter on Adumar five years after the unification, though plans for a New Republic-influenced Blade-34 are in the works.

For heroes adventuring in the pre-NJO New Republic era, the Blade-32s present a comparably priced alternative to the ubiquitous and dated Z-95 Headhunter, with better firepower.

Note that before Adumar's treaty with the New Republic, the Blade-32 is not available for sale except on Adumar itself. This model has been modified for hyperspace travel and carries a proton torpedo package that replaces the standard complement of Adumari missiles. Its systems still use Adumari measurements, which incur a -2 penalty to all actions taken by non-Adumari pilots until they have logged at least 40 hours of flight time in the Blade-32 or a simulator.

## Tarrvin-on-Kallik Blade-32 Superiority Fighter

**Class:** Starfighter

**Size:** Tiny (18 m long)

**Hyperdrive:** x2

**Passengers:** None

**Cargo Capacity:** 150 kg

**Consumables:** 3 days

**Cost:** 82,000 (new), 46,000 (used)

**Maximum Speed in Space:** Attack (7 squares per action)

**Atmospheric Speed:** 900 km/h

**Crew:** 1 (skilled Adumari +4)

**Initiative:** +6 (+2 size, +4 crew)

**Maneuver:** +6 (+2 size, +4 crew)

**Defense:** 30 (+2 size, +12 armor)

**Shield Points:** 20 (DR 3)

**Hull Points:** 160 (DR 8)

**Weapon:** Laser Cannons (4); **Fire Arc:** 2 forward fire-linked, 2 rear fire-linked; **Attack Bonus:** +8 (+2 size, +4 crew, +2 fire control); **Damage:** 4d10x2; **Range Modifiers:** PB -2, S +0, M/L n/a.

**Weapon:** Proton torpedo launchers (2, 8 missiles each); **Fire Arc:** front; **Damage:** 9d10x2; **Missile Quality:** Ordinary (+10).

## Part 3: Three, Ready For a Furball

By Cory J. Herndon

In the five years since the unification war, several sociologists have published career-making reports on Adumari customs. Though they evolved in isolation for ten thousand years, the people of Adumar kept many Old Republic traditions that had long since faded into obscurity in the rest of the galaxy. Despite the fractured state of the world in the pre-unification days, those traditions -- usually called simply "the protocols" -- reflected a planetwide cultural obsession with the ancient tradition of honor duels. Before joining the New Republic, Adumar was a planet where honor was a commodity, and life was cheap. And since so many died young in duels in the sky or on the ground, the most skilled Adumari combatant was usually unprepared for a trained New Republic veteran like Wes Janson.

In this week's excerpt from Hallis Saper's award-winning *Adumar: Five Years of Union*, we present the unedited tale of Wes Janson's honor duel with Thanaer ke Sekae, a Cartann noble.

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**Hallis Saper:** Perhaps the most notable change in the culture of Adumar in the last five years has been the rising popularity of non-lethal dueling -- a change attributed almost entirely to the pilot-heroes of the New Republic. How was this accomplished?

**Tycho Celchu:** You know, Wedge should really answer that. It was his --

**Wes Janson:** Nonsense, Tycho. I think we all know what led the Adumari to give up lethal duels -- I did.

**Derek Klivian:** You what?

**WJ:** Look, I'm not disputing that Wedge was responsible for showing them the value of keeping their pilots alive, though I wish I'd thought to invest some credits in simulator futures. No, I mean the duel that shook the halls of the *perator*! One man, a pilot on an alien world, standing up for honor and the life of an unconscious woman. That guy didn't know what hit him.

**TC:** That's because you didn't follow the protocols.

**WJ:** Exactly my point. Everyone on the planet saw that via flatscreen.

**HS:** Well, it appears General Antilles will still be some time . . .

**DK:** Don't, he's just waiting for someone to ask him to tell the story --

**WJ:** Thanks, Hobbie, thought you'd never ask. Wedge had just broken the heart of a beautiful Adumari girl named Cheriss ke Hanadi --



**TC:** We all know who Cheriss is, Wes. And you're so lucky Wedge isn't here.

**WJ:** Sure we do, but the people watching this don't. Necessarily. Look, how many honor duels did *you* fight? Anyway, as I said, Wedge had broken her heart --

**DK:** He's *really* going to kill you.

**WJ:** And Cheriss, who was the blastersword dueling champion, had decided her life wasn't worth living anymore. She'd decided to take on all the challengers she could until one of them finished her off. It was pretty tragic, really, now that I think about it.

**TC:** Until you stepped in.

**WJ:** Right. Cheriss had done okay for herself up to a point. I think Wedge had even managed to help her see the pointlessness of the endless challenges -- the Leader is wise -- but she still had to fight the last duel she'd accepted. She was just too tired by that point, though, and this piece of Huttslime named Thanaer ke Sekae managed to beat her, and was going to finish her off. This guy had decided it was perfectly all right for him to slaughter a helpless foe after she'd been taken down, and was just about to do the deed.

**DK:** So naturally you challenged him yourself.

**TC:** Despite knowing next to nothing about using that blastersword.

**WJ:** I knew how the thing *worked*, at least, and had a reasonably good idea how the other guy would react. And if I didn't do it, Wedge would have. Unacceptable. Besides, you missed the best part.

**TC:** Because we were busy getting Cheriss to a doctor.

**WJ:** I didn't say you didn't have good reason. And I didn't go into a blastersword fight. I went into a fistfight with a blastersword acting as a decoy. It took a little fast-talking and Darpen's bad advice on Adumari culture to get Thanaer to accept the challenge, but eventually I got him to agree to spare Cheriss until he killed me. It turns out you can't just challenge someone and place conditions on it. He wouldn't fight me unless I insulted him. Added that personal touch.

**DK:** Your ability to talk people into wanting to kill you borders on some kind of Jedi thing, you know that?

**WJ:** It's a gift. So, there we were. Wedge standing by helpless, the honor of the New Republic at stake. We drew our blasterswords -- Hallis, is there going to be a graphic, or a -- I'd better describe them.

**HS:** Just don't look into the camera, it's --

**WJ:** Hello, viewers, I'm Wes Janson. Blasterswords are exactly what they sound like: half sword, half blaster. You've got a hilt with a power cell and a curved blastguard that protects your hand and makes a nice bludgeon. The blade is about a meter long, sharp, but not at the tip. Instead, that's a weird little blaster nozzle, which carries a built-up charge that explosively releases on contact. It can kill or maim pretty efficiently in the right hands. That is, not mine. Different blasterswords have different colored charges, and you can draw in the air with the tracers. Which I used to my advantage at the start of the fight. It's really too bad I don't have one here to demonstrate. Hallis, you haven't got -- no, I suppose not.

**TC:** The duel. That shook the halls of the *perator*.

**WJ:** Which began with some blastersword art, thanks. Now this Adumari may have known his way around a blastersword and knife -- forgot to mention that, they use knives in the off-hand, usually -- but he fell for my bluff, and let himself get far too worked up by my insults. Which weren't bad, I have to say. So I bet everything that this Theener guy wouldn't put his best shot into the first hit, that he was a showoff. I know the type. So I used the unfamiliar weapon to draw his attention away to the left, which was enough to open him up for an old-fashioned sucker punch. And then another sucker punch, and a sucker kick or two. Maybe a sucker elbow.

**DK:** You fight dirty.

**WJ:** Indeed I do. Thank you.

**DK:** I think that cloak's going to your head. How did you change Adumari culture with that? You cheated. You lured him in like a bantha wrestler.



**WJ:** I served as an example. And I like that story.

**DK:** I ran the gauntlet, you know.

**WJ:** Honor duels, how many?

**TC:** Where's Wedge?

## Gamemaster Notes: Adumari Blastsword

Most Adumari are trained to some extent in the use of the blastsword, and it's no stranger to see an Adumari noble wearing the traditional blastsword and dagger than it is to see a smuggler wearing a blaster in a run-down cantina. Non-Adumari can be trained to use the weapon, but few attain true mastery.

After unification, Adumar's weapons manufacturers begin exporting blastswords to weapons enthusiasts, collectors, and at least one Jedi Master. Before unification, blastswords are not available anywhere but Adumar. Blastsword power cells hold twenty shots and cost twenty Adumari credcoins (about 25 credits).

## Adumari Blastsword

**Cost:** 1,200 credcoins (1,500 credits)

**Damage:**1d6      **Crit:** 20 (x3 + Stun [DC 14])

**Type:** Slashing or Energy

**Range:**—      **Weight:** 22 kg

**Size:** Medium

**Group:**Exotic

**Special Qualities:** Blast Tip -- When the user scores a critical hit with the Adumari blastsword, a contact-sensitive trigger fires an explosive short-range blast that converts all damage dealt from the hit to energy, and may also stun the target. The user may choose to continue to deal triple energy damage on the following turn, though a conscious target can escape with a DC 12 Reflex save. The blast tip may also function as a cutting tool by pressing the tip against an inanimate object (no attack roll is necessary unless in combat, damage as a critical), though this will drain the weapon's power cells within 2 minutes.

## Part 4: Two Standing By, One Hundred Percent

By Cory J. Herndon

The pilots of Red Flight would never have succeeded in leading the unified forces of Adumar against the Cartann aggression without the efforts of Cheriss ke Hanadi, a native Adumari dueling champion who had always dreamed of becoming a pilot. When her working-class status and a case of vertigo kept her from the skies, she focused all her energy on becoming the finest blastword duelist on Adumar. She also developed an unhealthy crush on Wedge Antilles during Red Flight's time on the planet, but she grew out of it in time to help the pilots regain their X-wings after the diplomatic mission went south in Cartann.

Cheriss soon learned that a drug common in most medlabs could cure her vertigo, and almost immediately joined the New Republic flight academy with Antilles' highest recommendation. Tycho Celchu remembers young Cheriss ke Hanadi in this week's unedited excerpt from Hallis Saper's *Adumar: Five Years of Union*.

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**Hallis Saper:** Tell us about Cheriss ke Hanadi.

**Tycho Celchu:** Well, really, Hallis, Wedge should be talking about this. Are you sure we shouldn't wait a bit longer?

**Wes Janson:** Wingman's duty, Tycho.

**Derek Klivian:** Yeah, you're the one who got her medical attention and trained her on A-wings.

**TC:** Cheriss is a great pilot. Only that vertigo was holding her back. In fact, in another few years she'll be able to outfly *me* in an A-wing.

**WJ:** That's Tycho Celchu, viewers, the most modest pilot in the New Republic.

**HS:** Please don't look into --

**TC:** There's modesty, and there's honesty. Prove me wrong in the simulator. But Hallis didn't ask about me, she asked about Cheriss. I still think Wedge should -- oh, okay. Cheriss grew up in a tough situation. The last five years, from what I've heard, the warrens have emptied and new suburban areas have sprung up in their place, but back then, Cheriss's family had it rough. Her only way out was honor challenges, and since she couldn't fly, that meant she had to master the blastword.



**WJ:** And how. In fact, did I give her enough credit in my story, do you think?

**TC:** Shut up, Wes. Cheriss was officially our guide; the *perator* appointed her. She was a champion, but she was still just a kid. After we went rogue, so to speak, she grew up fast. She led the Holdout team that found our X-wings during the war. Those four ships made the difference between victory and defeat. If you want to see the turning point that Adumar's future depended on, it really all came down to one Adumari girl.

**DK:** Wasn't your X-wing hit with an ion cannon during that engagement?

**TC:** I don't remember. I get shot down in so many engagements, Hobbie.

**WJ:** At least you weren't killed in action. Remember what Wedge used to tell people about me and the Battle of Hoth?

**Wedge Antilles:** Even Luke fell for that.

**WJ:** Welcome to the party, boss. How's Booster?

**WA:** Fine. He was trying to talk me into requisitioning -- Hallis, is that thing still recording?

**HS:** No.

**WA:** Well, never mind anyway. Booster's fine. Hallis, what can I do for you?

**HS:** You've arrived just in time. I was hoping you could relate your personal experiences on Adumar.

**WA:** Not all of them, but I'm sure I can come up with something.

## **Gamemaster Notes: Cheriss ke Hanadi, New Republic Pilot**

Cheriss ke Hanadi, former dueling champion of Cartann, has become a valuable member of the New Republic starfighter forces. Five years after Adumari unification, she serves in Moonlight squadron, an A-wing group based on the Mon Calamari star cruiser *Mon Carima*. Lieutenant ke Hanadi has been allowed special dispensation to wear the traditional Adumari blastersword and knife when on duty in addition to her pilot's gear. Her status as a longtime dueling champion gives her a permanent +5 bonus to Reputation checks made on Adumar.

**Cheriss ke Hanadi (17 years after Episode IV):** Human (Adumari) Female Scoundrel 9/Soldier 3; Init +9 (+5 Dex, +4 Improved Initiative); Defense 23 (+8 class, +5 Dex); Spd 10 m; VP/WP 38/10; Atk +15/+9 melee (1d6, Crit 20 x 3 + Stun DC 12, blastersword) or +9/+4 melee (1d6, Adumari dagger) or +14/+8 ranged (3d6, blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +2; SV Fort +6, Ref +13, Will +5; SZ M; FP 3; DSP 0; Rep +3 (+8 on Adumar); Str 10, Dex 20, Con 10, Int 15, Wis 12, Cha 14; Challenge Code D.

*Equipment:* Adumari dagger, blaster pistol, blastersword, comlink, flight suit, personal items.

*Skills:* Appraise +14, Astrogate +6, Balance +20, Bluff +14, Computer Use +11, Demolitions +4, Disable Device +5, Escape Artist +11, Gather Information +14, Hide +17, Knowledge (Cartann) +14, Knowledge (Adumar) +10, Pilot +20, Profession (duelist) +13, Read/Write Basic, Speak Basic, Survival +7, Tumble +20.

*Feats:* Ambidexterity, Armor Proficiency (light), Combat Reflexes, Dodge, Exotic Weapon Proficiency (blastersword), Heroic Surge, Improved Initiative, Improved Two-Weapon Fighting, Mobility, Skill Emphasis (Balance), Skill Emphasis (Tumble), Spring Attack, Starship Operation (starfighter), Two-Weapon Fighting, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibroweapons), Weapon Finesse (blastersword), Weapon Focus (blastersword).

## Part 5: Leader Has Two Lit and In the Green

By Cory J. Herndon

**Hallis Saper:** I'd hoped you might provide us with your account of the unification war, General. When did unification become inevitable, in your opinion? Who shares primary responsibility?

**Wedge Antilles:** There was no single event that led to Adumar's unification. That might sound ridiculous, but what I mean is that it was thousands, millions, billions of small events. Individuals who made choices. In the end, the ones who made choices I happened to agree with outnumbered the rest. We didn't ask the Yegedon or the rest to help us fight Cartann. They asked for us to lead them -- they unified on their own once the perator and our friend Tomer tried to seize control of the whole planet. The Halbegardian leader's decision to join forces with the Yedagon Confederacy was as important as Balass ke Rassa's decision to take over for his father, which was as critical as the decision every pilot in that conflict had to make: to fight, or to stand by and let history happen to them.

**Wes Janson:** How idealistic, Wedge.

**WA:** But I suppose there was one personal turning point I could tell you about.

**WJ:** Personal, huh? What if Iella sees this?

**WA:** Not that one. I'm talking about a chance encounter I had with an Imperial admiral.

**Tycho Celchu:** Rogriss.

**WA:** He did stay on Adumar after all, did you know that? He's the perator's defense minister.

**Derek Klivian:** Perfect. Intelligence is keeping an eye on him, I hope?

**WA:** I'm sure I couldn't say. But this meeting was early in the mission, long before I had any idea we'd be fighting in Adumar's civil war. It's probably not very ambassadorial to say so, but I was feeling conflicted.

**WJ:** Don't overwhelm us with personal details. This is when you disappeared into that dive, right?

**WA:** The man never forgets a bar. All right, I was feeling utterly useless as a diplomat. Darpen was maneuvering me into a minefield, and I was faced with the prospect of ordering my pilots to slaughter Adumar's pilots because I was told *that's what the Adumari wanted*. And I realized I couldn't do it. I'd resign first. It was a matter of honor. Real honor, not the Cartann variety.

**TC:** I was ready to quit the minute I met Darpen, but then again I've always been a turncoat.

**WA:** Rogriss, as it turned out, was having a similar experience. A crisis of personal honor, if that's not too dramatic. But he was drinking faster than I was.

**DK:** Did he try to kill you?

**WA:** At first. Aimed a blaster, anyway. We talked about his fortunes since Zsinj's fall, and the Empire's predilection for naming their capital ships after various forms of pain and torture. He called me self-righteous.

**WJ:** You?

**WA:** I know. Rogriss was also facing an impossible decision, but he hadn't gotten quite as far as I had in working it through. I'd decided what to do in my gut if not my head, but he'd been working for the Empire so long he didn't see he had a choice, too. I guess eventually some of what I said sunk in, because in the end he sent the *Agonizer* back to Imperial space before they could start a dust-up with *Allegiance*. It would be interesting to see him again, but I'm not planning any special trips to Cartann anytime soon. I hope that helps, Hallis. One turning point among many, but as crucial as the rest, I suppose.



**HS:** Thank you, General. Do you have any words for the people of the Adumari Union on the eve of its sixth year of existence?

**WA:** Sure. Never forget that the greatest honor isn't something that's given to you. It's what you give yourself. Personal glory is nothing if you fail those relying on you. And don't worry -- the galaxy's glad to have you. Congratulations, Adumar.

**WJ:** I think I'm going to cry.

**WA:** Thanks. Nothing sells a dramatic speech like a heckler. Hallis, you are going to edit this down, right?

**HS:** Of course, General.

## Gamemaster Notes: Teren Rogriss, Defense Minister

Admiral Teren Rogriss continued to serve the Empire long after the Battle of Endor. When his own overreaching ambition led him to defeat in conflicts with warlords and the New Republic, he lost his fleet command but retained his admiralty and the flagship Star Destroyer *Agonizer*. Though he relinquished his command to avoid carrying out genocidal orders against Adumar, Rogriss -- who had secretly aided General Solo against Zsinj years before -- refused to join the New Republic. He did, however, accept a position as defense minister to Cartann's young *perator*, Balass ke Teldan, which carries with it the rank of General in the Adumari Planetary Defense Forces.

**Teren Rogriss (17 years after Episode IV):** Human male Soldier 5/Noble 4/Officer 5; Init +0; Defense 19 (+9 class); Spd 10 m; VP/WP 98/14; Atk +12/+7 melee (1d6, Adumari dagger) or +12/+7 melee (1d3, unarmed strike) or +11/+6 ranged (3d8, heavy blaster pistol); SQ Bonus class skill (Intimidate), coordinate +1, favor +4, inspire confidence, leadership, requisition supplies, resource access, tactics; SV Fort +10, Ref +6, Will +11; SZ M; FP 0; DSP 6; Rep +8; Str 12, Dex 11, Con 14, Int 18, Wis 16, Cha 16; Challenge Code D.

*Equipment:* Adumari dagger, datapad, encrypted comlink, general's uniform, heavy blaster pistol, personal items.

*Skills:* Appraise +13, Astrogate +10, Bluff +13, Computer Use +15, Demolitions +9, Diplomacy +23, Gather Information +16, Intimidate +23, Knowledge (Adumar) +18, Knowledge (Bureaucracy) +10, Knowledge (Coruscant) +8, Knowledge (Tactics) +20, Listen +5, Pilot +13, Profession (Officer) +16, Read/Write Basic, Repair +8, Sense Motive +13, Speak Basic, Spot +5.

*Feats:* Armor Proficiency (light), Combat Expertise, Influence, Point Blank Shot, Precise Shot, Quick Draw, Skill Emphasis (Diplomacy), Skill Emphasis (Intimidate), Skill Emphasis (Knowledge [Tactics]), Starship Operation (capital ship), Starship Operation (space transport), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibroweapons).